

FIG. 1

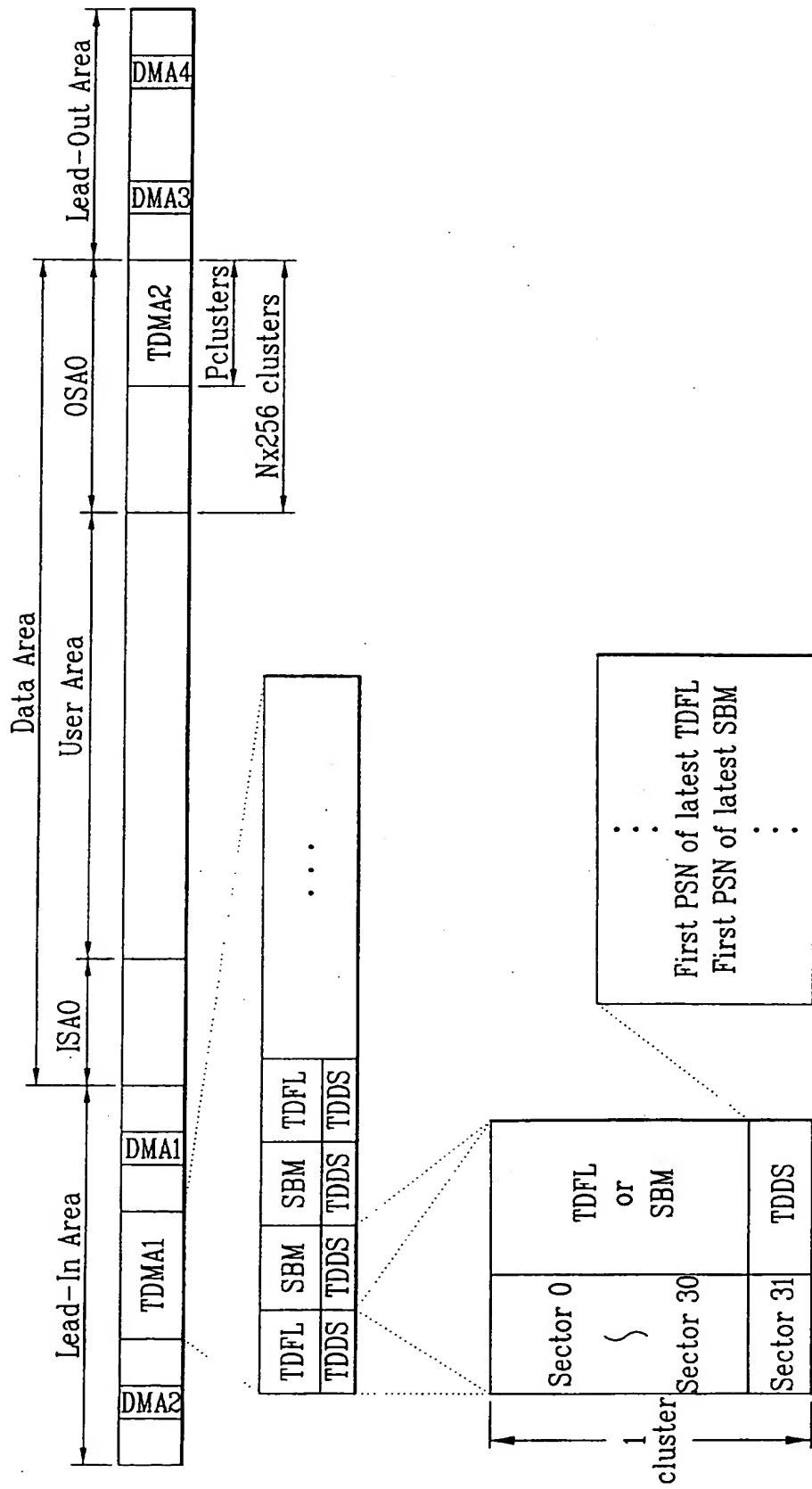


FIG. 2

TDFL

Defect_entry #1	Defect_entry #1	Defect_entry #1
Defect_entry #2	Defect_entry #2	Defect_entry #2
	Defect_entry #3	Defect_entry #3
		Defect_entry #4
TDDS	TDDS	TDDS

1st update 2nd update 3rd update

FIG. 3

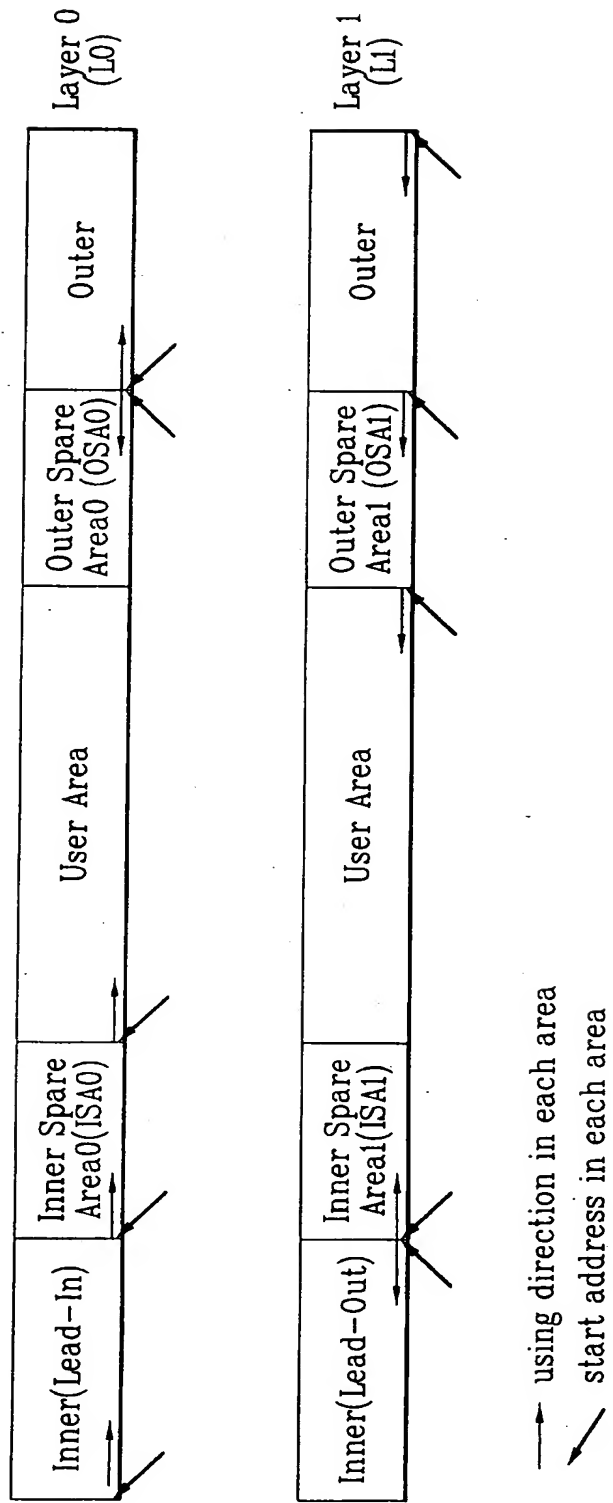


FIG. 4A

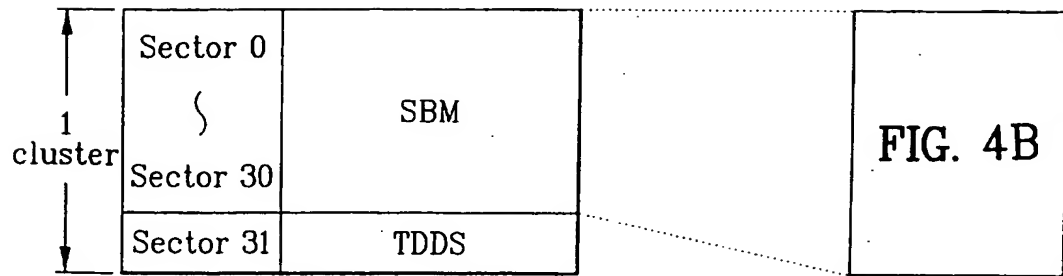


FIG. 4B

	contents	Number of Bytes
SBM Header	Un-allocated Space Bitmap Identifier = "UB"	2
	Format Version = 00h	1
	Reserved, 00h	1
	Layer Number (0 or 1)	4
	Reserved, 00h	R
SBM Info	SBM for inner Area	
	Start Cluster First PSN	4
	Length in inner area	4
	Bitmap Data	M
	Reserved, 00h	4
	SBM for inner spare Area	
	Start Cluster First PSN	4
	Length in inner spare area	4
	Bitmap Data	N
	Reserved, 00h	4
	SBM for User Area	
	Start Cluster First PSN	4
	Length in user area	4
	Bitmap Data	O
	Reserved, 00h	4
	SBM for outer spare Area	
	Start Cluster First PSN	4
	Length in outer spare area	4
	Bitmap Data	P
	Reserved, 00h	4
	SBM for Outer Area	
	Start Cluster First PSN	4
	Length in outer area	4
	Bitmap Data	Q
	Reserved, 00h	4
SBM Terminator		

FIG. 5

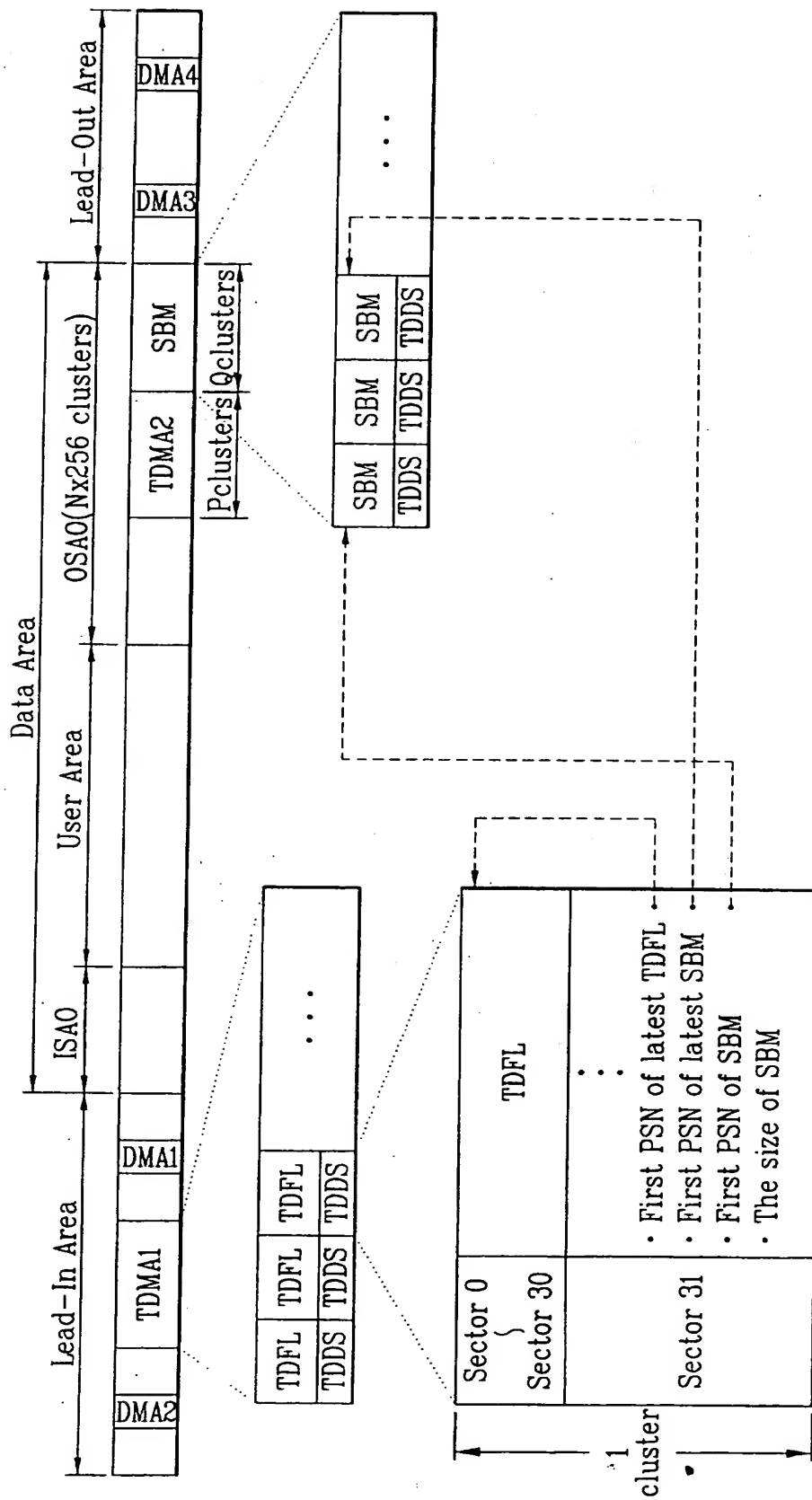


FIG. 6

